NTR-YSLE-USA

NINTENDO DS™

# SANDS OF DESTRUCTION

**INSTRUCTION BOOKLET**

SEGA

*PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.*

*IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.*

## ⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## ⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## ⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

## Important Legal Information

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Thank you for purchasing *Sands of Destruction*™. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

## TABLE OF CONTENTS

## NINTENDO DS™ LITE



TOP SCREEN
MICROPHONE
L BUTTON
·CONTROL PAD
TOUCH SCREEN
R BUTTON
X BUTTON
Y BUTTON
A BUTTON
B BUTTON
START
SELECT
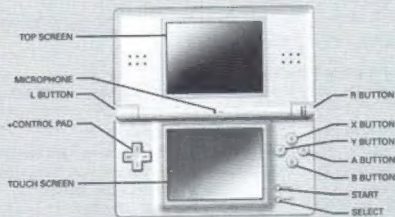
When you close the Nintendo DS™ system, the system will automatically switch itself to Sleep Mode and save your battery life. By opening the system again, your system will immediately switch to Active Mode.

SANDS OF DESTRUCTION

# BASIC CONTROLS

In this game, all controls are performed with buttons. The stylus is not used.

## Field Map Screen

+**Control Pad.** Move
**A Button** . . . . Talk/Examine/Decide/Skip Text
**B Button** . . . . (along with +Control Pad) Walk/Cancel
**X Button** . . . . Display Menu Screen
**L/R Button** . . Rotate camera left/right (45°)*
**START** . . . . . . Skip Event
* Some fields may not allow these commands.

## World Map Screen

+**Control Pad.** Move Party Icon
**A Button** . . . . Select

## Menu Screen

+**Control Pad.** ↑ ↓ : Choose menu item
         ← → : Choose within the menu item
**A Button** . . . . Select
**B Button** . . . . Cancel
**L/R Button** . . Change Character*/Scroll through inventory tabs
* When viewing Party Menu (p.21).

## During the Battles

Select the target enemy with +Control Pad, then attack using blows, flurries or skill commands.

+**Control Pad.** Change Target/Select Item
**A Button** . . . . Switch Command/Display Items/Use Item/Use Skill
**B Button** . . . . Defend/Back to Previous Step
**X Button** . . . . Blow/Display Blood Skills/Use Skill
**Y Button** . . . . Flurry/Display Life Skills/Use Skill
**L Button** . . . . Hold to display Command Description
**R Button** . . . . Hold until Flee Gauge depletes to abandon battle
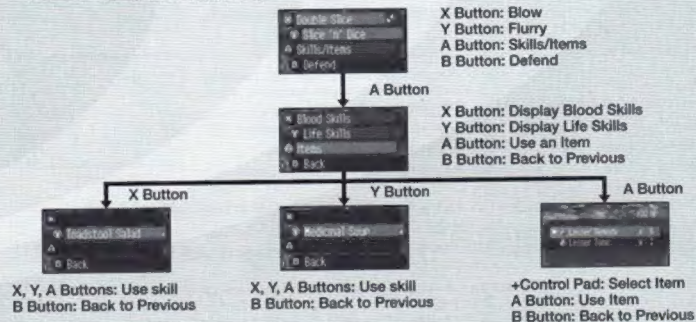
## Flow of Command Selections during the Battle

The chart below shows the flow of command selection during battle, using the X, Y, A and B Buttons. For attacks and skills, the names of attacks/skills that are unique to each character are displayed. For Blood and Life Skills, you will have up to three selections of each, and only the skill(s) the character has learned already will be displayed.



X Button: Blow
Y Button: Flurry
A Button: Skills/Items
B Button: Defend

**A Button**

X Button: Display Blood Skills
Y Button: Display Life Skills
A Button: Use an Item
B Button: Back to Previous

**X Button**      **Y Button**      **A Button**

X, Y, A Buttons: Use skill
B Button: Back to Previous

X, Y, A Buttons: Use skill
B Button: Back to Previous

+Control Pad: Select Item
A Button: Use Item
B Button: Back to Previous

# STARTING THE GAME

## TITLE SCREEN

After the opening movie, the Title Screen with Main Menu will be displayed. Select from the following: **New Game, Load Game** or **Options**.

• The opening movie can be skipped by pressing the Start Button.
• The selection Load Game is available only when saved game data is present.

### New Game
Begin a new game.

### Load Game
If you have a previously saved game data, this option becomes available, allowing you to continue from where you left off. There are three save slots in all, displaying the party members, location you saved and the elapsed time. Select the game data to load.

### Options
You can change volume settings of the game, or initialize your save data. Note that, with few exceptions, the same contents will be displayed when you select Options from the Menu screen during the game.

| | |
|---|---|
| Music | Change the volume level of the game music. |
| Sound Effects | Change the volume level of sound effects. |
| Battle Voices | Change the volume level of character voices during battles. |
| Event Voices | Change the volume level of character voices during event scenes. |
| Restore Defaults | Revert all settings to their default values. |
| Done | Return to the Title Screen with changes. If you press the B Button, the game will return to the Title Screen without changes. |
| Erase Save Data | This can be selected only if you entered the Options Screen from the Title Screen. After you select this, hold both the L and R Buttons and press the A Button. All save data will be deleted, and the game returns to the Title Screen. Please be careful, as deleted data cannot be restored. |

### Saving Game Data
You can save your game progress from **Save** in the Menu Screen (p.20). There are three save slots available, so select the slot you wish to save your progress to. Please be careful, as if you select a slot which is already occupied by another save data, the previous data will be overwritten. Also, please do not turn OFF the Nintendo DS system power or remove the Game Card while the game is being saved.

6
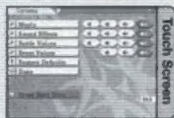
# GAME SCREENS

## WORLD MAP
World Map displays the entire world, and you will move back and forth between the Ocean Map and the Continent Map. Select a field on the Continent Map to move your party to the selected field.

### How to View
❶ Name of the location, and its image will be displayed on the top screen.

❷ The World Map will be displayed on the Touch Screen.

❸ Move the Party Icon to select your destination. The Party Icon will be indicated either by a ship or a character.

❹ Destination points. The location marked with **"NEW!"** indicates that you have not visited there yet.


World Map (Continent)

### How to Travel
Use the +Control Pad to move the Party Icon to select your destination point. Depending on the map, you may travel directly from field to Ocean Map, or transfer from the Continent Map to the Ocean Map simply by using the +Control Pad. Note also that, at certain points in the story, you will be taken to your destination automatically.
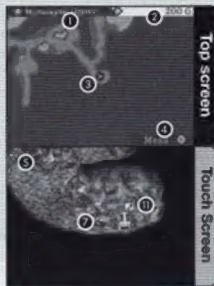

World Map (Ocean)

7

## FIELD MAP

This is the main screen during your adventure. A map will be displayed on the top screen and transfer screen on the Touch Screen. Move within a village, field or dungeon, and depending on where you are, you will encounter enemies.

**Inside Dungeon/Building**



**At Village**

❶ The **name of current field** you are in.

❷ The **amount of gold** (G—money) you currently have.

❸ Your **location** on the current map, and the **direction** you are facing.

❹ The available **action controls**.

❺ The **camera icon** indicates the availability of camera angle rotation using L/R Button. Camera rotation is allowed if the icon is lit; not allowed if dim with a slash over it.

❻ A **name of potential destination** will be displayed, when you approach an establishment or an adjacent field.

❼ Use the +Control Pad to control **your character.**

❽ Various **non-player characters** wander about on the field. Press the A Button to talk to them.

❾ The **Conversation Window** displays the contents of your conversations. Depending on the character, his/her name and image will also be displayed.

❿ **Recovery points** exist at various places outside the village. Stand on top of it and HP, SP and various debuffs of all party members will be recovered.

⓫ Press the A Button at **Action Point Icon ("!")** to examine.
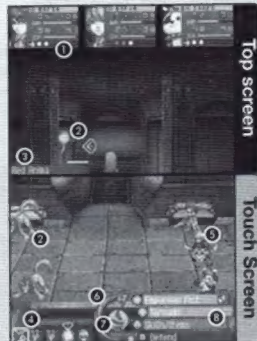
# HOW TO BATTLE

During the course of the game, Kyrie and friends will encounter various enemies which they must battle. By winning battles, they grow up to be able to fight against stronger enemies.

## BATTLE SCREEN

❶ Status Window, displaying status of the members in your party. See also below.

❷ Enemies. The current target will be indicated by an arrow, with a gauge of its remaining HP (hit points).

❸ Name of your current target enemy.

❹ Action Order Bar. Displays, in order, the members that will take the next five turns.

❺ Party Members. The member who has the current turn is indicated by an arrow.

❻ BP Gauge displays the number of BPs (Battle Points, p.11), indicated by the number of ● marks on the curved frame. The dimmed amount indicates what you have already spent.

❼ An Action Icon corresponding to the command currently open.

❽ The names of the commands that are available to X, Y, A and B Buttons. Next to each command name are the icons, if any, that indicate abilities (p.17) and attribute (p.13) of the attacks/skills. For skills, the necessary SP (p.13) will also be displayed.



### Status Window

❶ Character Face is normally displayed in colors. If a character becomes out of action, it is displayed in gray. Also, any buffs or debuffs in status (p.16) present will be displayed by icons at lower right of the screen.

❷ Name of the Character.

❸ Current/Maximum HP (hit points). The character is unable to act if HP depletes to zero.

❹ HP Gauge.

❺ Current/Maximum SP (skill points).

❻ SP Gauge.

❼ Morale of the character is indicated by three types of icons ( ↑ , → , and ↓ ) (p.15).

❽ Amount of BP for each character. The amount spent on his/her turn is dimmed.



8                                                                                                                                                    9

### Action Order Bar

The character displayed at the left end, inside the yellow frame, is the character in action. From left to right, the characters that will take action in the next four turns will be displayed in order, with your party member(s) in blue frame and foes in red. If any of these characters is a target of current character's attack, an arrow will be displayed over him/her (an arrow will be displayed next to the bar, if a character not displayed is targeted.)

Note also that due to effects from equipment or skill, the character's turn may cut into the existing order. See also next page.

### Commands

Press the X Button for "blow (strong attack)," the Y Button for "flurry (accurate attack)," or the B Button to "defend." Press the A Button to switch to Skills/Items commands; press the B Button to return. Please refer to p.12 for details on each command.

## FLOW OF THE BATTLE

### Encounter

While moving around on the Field Map, you will encounter enemies. In such cases, the screens will change to battle mode. Depending on the AGI (p.15) of both friends and foes, either side may take the first strike. In some cases, you may enter the battle mode from event scenes.
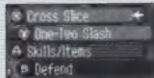
### Battle

In this game, the battle progresses by entering commands. It is a turn-based system and the characters take turns according to the order displayed on the Action Order Bar.

### Abandon Battle

You can choose to abandon the battle. To do so, press and hold the R Button to display a Flee Gauge. Hold the button until the gauge depletes completely and you will abandon the battle. You will, however, be vulnerable to enemy attacks while the gauge is depleting. In some battles, you may not be able to abandon at all.

### Results

If you win the battle by defeating all enemies, a Results Screen will be displayed. You will be awarded Experience Points (p.20), Customization Points (p.22), gold and items.

Flee Gauge

### Game Over

The battle is lost if all your members participating in the battle are depleted of HP or turned to stone. The game will be over at this point. You must restart the game from either Data Load Screen or the Title Screen.

Note: If you have no save data, you can only go back to the Title Screen.

## BATTLE SYSTEM

Battle-related systems are explained as follows.

### Battle Order

The order of turns displayed on the Action Order Bar (p.10) at the lower left of the Touch Screen is affected by the following elements:

- AGI (p.15)
- Debuffs and Buffs (p.16)
- Consumption Rate of BP (percentage of BP left against Max. BP)
- Equipment (p.21)
- Quips (p.23)

### Target

When it becomes one of your party members' turns, use the +Control Pad to select the target enemy to use the command against. The targeted enemy will appear on either of the screens and will be indicated by an arrow.

When using some Life Skills or an item, your party members may become the target as well. Some may also affect multiple targets.

Note that once you have targeted one enemy and attacked, you cannot change the target during this turn. Also, once you have defeated this enemy, the turn ends even if the character still has BPs remaining.

### Battle Points (BP)

BP represents the number of actions the character can take during his/her turn. Using one command consumes one BP. For each character, the initial amount of BP is set up and the turn ends when one of the following takes place: BP depletes to zero, use Defend, use item, or the targeted enemy is defeated. After the turn, any BP left will not be carried over to his/her next turn, as BP will reset to his/her initial amount.

Battle Points

### ◊ Initial Amount of BP
The initial amount of BP depends on the effects from morale (p.15), equipment (p.21) or Quips (p.23) of that character.

### ◊ Alteration of BP
You do not just consume BP, as within the turn BP may be increased by one when one of the following conditions is fulfilled:

• When the number of combo hits (p.14) by one character exceeds ten hits (+1 per ten hits).

• If the enemy either becomes unconscious or is tossed into the air (p.16).

• If an attack scores a critical hit (limit once per action).

• If his/her action began with cooperative attack (p.18).

### Command
Commands you can order during the battle are detailed below. For attack and skills commands, the names unique to each character are given, and the contents will differ.

### ◊ Blow Attack
Blows are single-hit strong attacks, although the accuracy of the hits is not so high. The blows are divided into two types, depending on whether the enemy is on the ground or in the air. Depending on the ability of the attacks (p.17), the attacks may cause the enemy to be tossed in the air or to be KO'd.

### ◊ Flurry Attack
Flurries are a series of weaker but more accurate multi-hit attacks. As with blows, flurries are divided into two types, depending on whether the enemy is on the ground or in the air. You can expect special effects from the combo hits (p.14).

**Evolution of Blows and Flurries**
Through customization (p.22) of blows and flurries and learning new attacks, you may be able to perform powerful second and third attacks. However, BP will be consumed with every attack.

### ◊ Skills
Each character can perform "skills" by spending SP (skill points). As with blows and flurries, skills will also consume BP. The skills are divided into two types: Blood Skills (attacking) and Life Skills (supporting). Each character can learn up to three kinds of skills.

### ◊ Attributes of the Skills
Some Blood Skills can have one of four elements (water, fire, Earth, or wind) as an attribute, and the effects vary according to the equipment and parameters. Also, the Life Skills can have one of five effects. Each attribute will be displayed by an icon at the right side of the command name.

Fire     Water     Earth     Wind

Barrier     Boost     HP Recovery     Status Recovery     Buff Attack/Status

### Special Attacks
If the character's BP that was added during his/her turn reaches six, the names of both blow and flurry change to the name of Special Attack (Note: both are the same). By selecting Special Attack, the character's turn ends.

### ◊ How to Perform Special Attack
Button commands of a Special Attack, consist of a series of icons (X, Y, A, B), and the time gauge will be displayed. Press, in order, the buttons that correspond to the icons. The attacking power of the Special Attacks varies in three levels based on how fast you entered the commands: fast, normal or time-up (the time gauge expires before you enter the complete commands).

12

13

### ◊ Special Skills

If the character's BP that was added during his/her turn reaches six, the skill changes to Special Skill. You must have the skills powered up through Customize (p.22). The Special Skills exist for both attack and support skills. When you use the Special Skill, the character's turn will end.

### ◊ Item

Use an item. Select the item to use and then select the target to use it on. Some items can be used on specific target(s) only. If an item has been used, the character's turn will end, regardless of the amount of BP remaining in the turn.

### ◊ Defend

If you select Defend, the character's turn will end regardless of the amount of BP remaining. The act of defend alone will not consume BP; but the BP remaining will be converted to GP (guard points). Until his/her next turn, the character will need to defend against any number of attacks that equals the amount of GP.

### Combo

If the character makes consecutive hits without a break, the number of combo (for example: "5HIT(S)") will be displayed. Successfully increasing the number of combo hits has the following advantages:

• For every ten hits the character makes on his/her attacks, one point is added to his/her BP.
• The higher the Best Combo Hits, the more Customization Points (p.22) earned when the battle is won.
• If the number of combo hits is high, the accuracy of hits and the amount of damages inflicted upon successive attacks increases.

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### Morale

When the battle begins, each character's Morale will be displayed as an arrow: ↑ (high), → (normal), ↓ (low). Morale can alter with the use of skills during the battle.

### ◊ Initial Value of Morale

The initial value of Morale varies according to the equipment (p.21) or quips (p.23). The contents of story events can also affect the initial value of Morale.
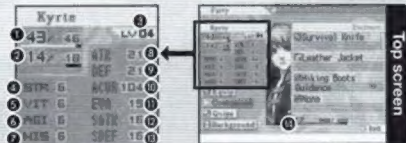
### ◊ Effect of Morale

Morale affects the initial value of BP.

### Parameters

Each character has various abilities indicated by numerical values. These parameters can be verified from the **Roster** on the Menu Screen (p.20).

**❶ Hit Points (HP)** — current HP and maximum HP in both value and gauge.

**❷ Skill Points (SP)** — current SP and maximum SP in both value and gauge.

**❸ Current Character Level (LV)** (p.20) — affects each parameter.

**❹ Strength (STR)** — affects character's attacks (ATK).

**❺ Vitality (VIT)** — affects character's HP, defense (DEF), and special defense (SDEF).

**❻ Agility (AGI)** — affects attack accuracy (ACUR), evasion (EVA), and the order of attack.

**❼ Wisdom (WIS)** — affects SP, skill attacks (SATK) and skill defense (SDEF).

**❽ Attack (ATK)** — physical attack power of blows, flurries and special attacks.

**❾ Defense (DEF)** — defense power against the enemy's physical attacks.

**❿ Accuracy (ACUR)** — character's attack accuracy rating.

**⓫ Evasion (EVA)** — character's evasion rating.

**⓬ Special Attack (SATK)** — effect power of the skills used.

**⓭ Special Defense (SDEF)** — defense and endurance ability against skill attacks.

**⓮ Experience Points (EXP)** — the current amount and the amount needed for the next character level is displayed.

## DEBUFFS AND BUFFS

Depending on the attack, skill or item, the following alterations in the character status will occur. There are two types of alterations: debuffs (bad status) and buffs (enhanced status) and the icon(s) that indicates the alteration will be displayed either on the lower right of the character's face on the Status Window, or above the character on the Touch Screen. Note that for some there will be no icons.

| | | |
|---|---|---|
| **DEBUFFS** | Inoperative | When HP depletes to zero through physical attack or from the effect of Doom. Recovered with item/skill. |
| | Stone | Cannot take action. The enemy attack hits 100%. Recovered with item/skill. |
| | KO | Cannot take action on the ground. The enemy attack hits 100%. |
| | Toss | Tossed in the air, cannot take action. The enemy attack hits 100%. |
| | Bind | Cannot use skills or special skills. Recovered with item/skill. |
| | Venom | During his/her turn, loses HP by max of its 1/16. Recovered by progress of battle, or with item/skill. |
| | Stun | Cannot take action. The enemy attack hits 100%. Recovered by progress of battle, or with item/skill. |
| | Addle | Unable to control. Recovered over the course of battle, or with item/skill. |
| | Sleep | Cannot take action. The enemy attack hits 100%. Recovered over the course of battle, taking damage, or with item/skill. |
| **BUFFS** | Regen HP | Regenerate 1/32 of current maximum HP in given intervals. Revert to normal over the course of the battle. |
| | Evade Attacks | Will not be a target for the enemy attacks. Revert to normal if attacking action is taken. |
| | Buff Stats | Target ATK & DEF are multiplied x1.5, AGI is multiplied x2. Revert to normal over the course of battle. |
| | Buff ATK | Target ATK is multiplied x1.5. Revert to normal over the course of battle. |
| | Buff DEF | Target DEF is multiplied x1.5. Revert to normal over the course of battle. |
| | Buff AGI | Target AGI is multiplied x2. Revert to normal over the course of battle. |
| | Activate Quips | An effect from a quip (p.23) is activated. |

There are also enhanced versions of buffs & debuffs (displayed with numerical value, as "Addle 1," "Sleep 2," etc.), with the effects lasting longer (some until the end of the battle).

## ABILITIES

The attacks or skills may contain certain abilities and special effects may be triggered when the command is used. The abilities in attacks and skills can be viewed in the command explanation which is displayed by pressing the L Button during the battle.

| | | | | |
|---|---|---|---|---|
| Toss | Toss the enemy in the air. | | Haste | Hasten the target's action order. |
| KO | Knock the enemy unconscious. | | Drain | Recover HP the amount of damage inflicted on target. |
| Bash | Delay the target's action order. | | Leech | Recover SP the amount of damage inflicted on target. |
| Lance | Break target's defending stance. | | Fuse | The target becomes Venom, Sleep, Stun, Addle, Bind, and Weaken. |
| Crit | Become easier to make critical hits. | | Shave | Reduce target HP a given amount. |
| Venom | Poison the target. | | Combo | Perform multiple-hit attack (combo). |
| Sleep | Make the target fall asleep. | | Chain | Trigger two attacks in succession with single action (p.23) |
| Stun | Stun the target. | | Bullseye | The attack will hit 100%. |
| Addle | Turn target to addle state. | | Calm | The attack will hit critically 100%. |
| Bind | Turn target to bind state. | | Alert | The consumption of SP upon using a skill becomes 1. |
| Stone | Turn target to stone. | | Focus | The effect of skills is multiplied x1.25. |
| Doom | Reduce target's HP to zero. | | Miracle | The consumption of SP becomes 1; effect of skills is multiplied x1.25. |
| Weaken | Reduce target's HP to 1. | | | |
| Stasis | The amount of damage will be fixed. | | | |

There are also enhanced versions of the above abilities (displayed with numerical value, as "Crit 1," "Bind 2," etc.), which increases the trigger rate of the effects.

### Follow-Up

There are cases where your attack causes the enemy to be tossed in the air or be KO'd. In such a case, the next blow/flurry command will be replaced by a special command for follow-up attack.



Taupy attacks.



The enemy is KO'd.



Taupy follows up.
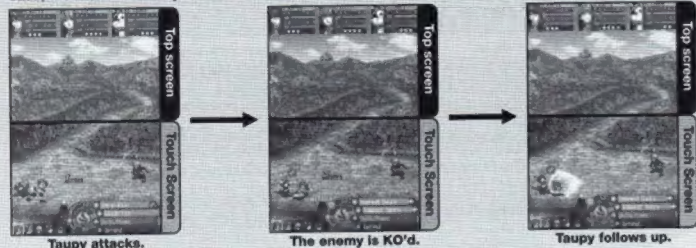
### Cooperative Attack

If one of your characters in the party holds the ensuing turn while on a follow-up situation, a cooperative attack becomes available. If you end your turn without follow-up (BP becomes zero, or select **Defend**), the next character will follow up the initial attack automatically. With this attack, BP will not be consumed.



Morte tosses the enemy.





Rhi'a follows up.
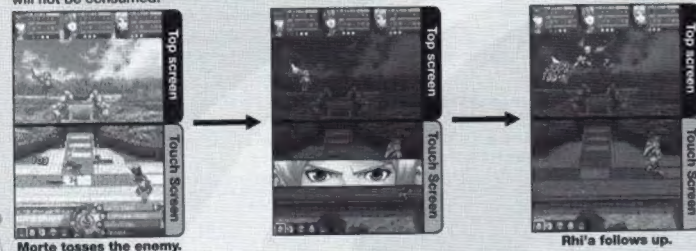
### Results Screen

When you win a battle, a Results Screen will be displayed. The characters displayed will vary according to who is in your party and the number of reserve members (see below).
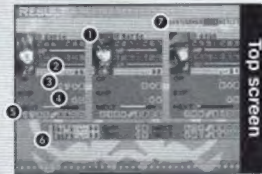




❶ Status Window, displaying status of the party members that participated in the battle.

❷ The Character's Level (LV).

❸ The Custom Points (p.22) earned. Bonus points from the Best Combo Hit(s) are also included.

❹ The Experience Points (EXP) earned.

❺ The amount of EXP needed for the next Character Level (NEXT).

❻ Status (LV, EXP, NEXT) of reserve members.

❼ Best Combo Hit(s) — the largest number of combo hits made in the battle.

❽ Spoils earned in the battle.

❾ The amount of Gold (G) earned, and the amount you have in total.

## FORMING A PARTY

During the course of the story, the amount of party members will change from one to six. However, only three members can participate in battle at a given time. If you have four or more members in your party, select **Roster** (p.21) from the Menu Screen and select three members that will participate in battle. The remaining member(s) will become reserve(s).



### About Reserve Members

The reserve members cannot join in the battle. The game will be over if three participating members are defeated. If the battle is won, the substitute members will earn about half the amount of Experience Points (p.20) the participating members will earn, but will not gain any Customization Points (p.22).

18

19

## EXPERIENCE POINTS AND CHARACTER LEVELS

If Experience Points earned in battles reach a given amount, the character level increases. When his/her level goes up, various parameters such as max HP and/or max SP will increase. Note the following:



* If a character happens to be out of action (inoperative or has been turned to stone) when the battle ends, he/she will not earn Experience Points.
* Reserve characters receive half the amount of Experience Points.

# MENU SCREEN

While wandering about on the Field Map, press the X Button to display a Menu Screen on top screen. You will be able to select from the following menu items. Please see respective pages for **Options** (p.5) and **Save** (p.6).

## INVENTORY

You can view, use or discard items, weapons and armors using the following controls. Note that the list of items will be sorted automatically.



**+Control Pad.**  ↑ ↓ : Select/change number of items
  → → : Select/change the digit of the number

**L/R Button ..** Select category

**A Button ....** Enter

**B Button ....** Cancel
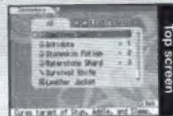
## SKILLS

Use the non-combat skills (Life Skills) with the following controls:



**+Control Pad.**  ↑ ↓ : Select a character's skill

**A Button ....** Enter

**B Button ....** Cancel
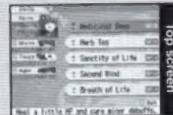
## PARTY

Select a character and select from Equip, Customize (p.22), Quip (p.23) and Background.

**+Control Pad.** Select menu item

**L/R Button ..** Select character (where applicable)

**A Button ....** Enter

**B Button ....** Cancel

### Equip

Equip the character with weapons, armors and accessories.



❶ Character's Parameters. The potential changes by equipping item in selection are indicated as blue ↑ (up) and red ↓ (down).

❷ Currently equipped weapon, armor or accessories.

❸ Select equipment from the list. You can also select **Remove Equipment** whenever available.

❹ The performance and abilities of the item in selection.

❺ Displays the likeness of the accessory selected by the character, in three levels.

### Background

View profile of the character. Depending on the progress of the game, some characters' aliases can change. Use the +Control Pad to scroll the text the L/R Button to change character, or the B Button to return to the previous screen.

**Wanted Poster**
You may find a Wanted Poster either posted on the bulletin board somewhere or held by one of the non-player characters. An image, alias, and the amount of bounty can be viewed.

## ROSTER

This option is available if there are more than three members. Select two characters, and they will switch places. The characters on the left list will join in the battle, while the characters on the right list are reserves.

Using Customization Points, you can upgrade attacks or skills, or unlock new ones. Select **Customize** under **Party** of the Menu screen.

## CUSTOMIZE SCREEN

❶ Name of Attack/Skill.

❷ Current Customization Level/Maximum Level.

❸ Type of Attack/Skill.

❹ Total CP (Customization Points).

❺ A list of Attacks/Skills that can be customized. "**????**" indicates that this Attack/Skill has not been unlocked yet, as the prerequisite for unlocking this will be displayed on the top screen. Also, the Power-Up Level will be displayed next to the Attack/Skill name and Attacks/Skills that have been upgraded to the current maximum will be indicated by a "☆" mark.

❻ Customization Gauges. Distribute the Customization Points to upgrade actions. For attacks, ATK and ACUR will be the subject of upgrading (except for follow-ups and Special Attacks); for skills — POW (damage, recovery, duration of effects and/or status alteration) and SP (amount to spend). A numerical value will be displayed to the right of the gauges.

❼ Performance. HITS (maximum number of hits in one attack), BONUS (Full Customization Bonus), ABILITY, and CHAINED (p.23) are displayed.
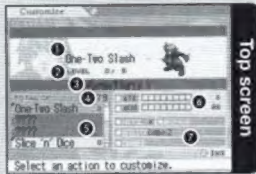
## HOW TO CUSTOMIZE

First select the action to customize, then select the Customization Gauge to upgrade. For each slot of the gauge to fill, a certain amount of Customization Points are needed, and filling one will raise its level by one. Distribute the Customization Points, and proceed to complete. Note that once proceeded, customization cannot be cancelled. To undo previously implemented customization, you will need a special item that will nullify it.

## BONUS

If you increase the Customization Level to a given amount, you will earn Customization Bonus. If it reaches its maximum level, you will earn Full Customization Bonus.
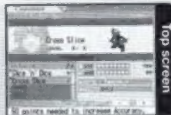
## Customization Bonus

There are two types: those that are earned automatically and others that offer a choice of selections. The following can be earned:

Learn New Attack/Skill (learned automatically)
Fortify Ability (manual selection—enhance ability associated with this action)
+2 Cust. Gauge Slots (manual selection—expand Customization Gauge slots to ten)
Raise Cust. Level Cap (manual selection—increase Customization Level capacity by five)

## Full Customization Bonus

You are awarded the Full Customization Bonus, if each customization reaches its maximum (ten slots). Various abilities for the attacks/skills will be learned.

## Chain

The ability of flurries "Combo" changes to "Chain" by enhancing it. Chain joins two attacks to be joined and performed in one action. The attacks that can be chained are limited according to each kind of flurries.

### ◊ How to Chain

If a character learns "Chain," a list of attacks that are possible to chain will be displayed for selection. If no attacks for chaining are learned yet, "**???**" will be displayed. Note that the setting for Chains can be done only when it is learned.

# QUIPS

During the course of the game, you may be able to obtain "quips" in some events. The text in yellow during the conversation is what you will obtain. The menu item **Quips** is found under **Party** of the Menu Screen and setting them up will trigger special effects in certain situations.

## HOW TO SET UP

Select one of four message balloons displayed on the screen. From a list of available quips displayed, select a quip, along with trigger condition and effects. Note that you can listen to the quips by pressing the Start Button.
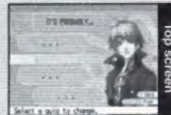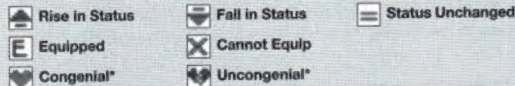
# SHOPS

You'll find various shops in the villages and these are indicated on the Field Map (top screen) with the following icons.

🗡 Arsenal    🛡 Armorer    🎒 General Store

🌿 Smithy    🏠 Inn


Top screen
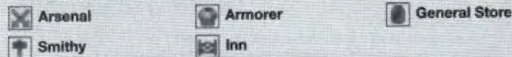
## ARSENAL/ARMORER/GENERAL STORE

You can buy or sell weapons (Arsenal), armors and accessories (Armorer), items and materials (General Store). When accessories are selected, icons will be displayed to indicate changes in status for each character.

🔼 Rise in Status    🔽 Fall in Status    ⚌ Status Unchanged

E Equipped    ✗ Cannot Equip

❤ Congenial*    💔 Uncongenial*

*Displayed with accessories only. No icons when the affinity with the character is normal.


Top screen

## SMITHY

Here you can imbue materials into weapons, or extract materials from one.

### IMBUE

By imbuing materials, weapons can either gain attributes of elements or effects, or even change into a completely different weapon. When the weapon and materials are selected, the expected result will be displayed. Proceed if you like the change.


Top screen

### EXTRACT MATERIALS

Except for rare items or weapons without instilled elements/effects, the shop can extract materials from your weapon. Pay a nominal fee to extract the material and discard the weapon, or pay extra to keep the weapon but forfeit the attributes/effects.

**Obtaining Materials**
Materials that can be imbued into weapons are obtained as spoils obtained in a victorious battle, by purchasing at the General Store or by extracting at Smithy.

## INN

Spend a night for a fee. HP, SP and status abnormalities will be recovered.